

AMENDMENT

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. - 8. (Cancelled)

9. (Currently Amended) A method of switching contexts within a spoken dialog between a user and a spoken dialog system, the spoken dialog system having a dialog manager with a first flow controller and a second flow controller, each of the first flow controller and second flow controller being a finite state model, the method comprising:

while the spoken dialog is being controlled by the first flow controller, receiving context-changing input associated with speech from a user that changes a dialog context;

comparing the context-changing input to ~~at least one~~ a table of context shift shifts;

if any of the context shifts are activated by the comparing step, then passing control to an invoked second flow controller indicated by the context shift; ~~[[and]]~~

if no context shift is activated by the comparing step, then maintaining control of the spoken dialog with the first flow controller; and

storing a local context associated with each of the first and second flow controllers, the local context maintaining a state of the flow controller that is independent of implemented subdialogs;

wherein the second flow controller receives data values stored in the local context of the first flow controller.

10. - 12. (Cancelled)

13. (Original) The method of claim 9, further comprising maintaining a stack of flow controllers, wherein each invoked flow controller is added to the stack of flow controllers.

14. (Original) The method of claim 13, wherein each invoked flow controller inherits a context shift and becomes the recipient of all user input as part of the spoken dialog interaction until the invoked flow controller relinquishes control of the spoken dialog.

15. (Cancelled)

16. (Currently Amended) A computer-readable medium for storing computer instructions for controlling a computing device to switch contexts within a spoken dialog between a user and a spoken dialog system, the spoken dialog system having a dialog manager with a first flow controller and a second flow controller, each of the first flow controller and the second flow controller being a finite state model, the computer instructions comprising the steps:

while the spoken dialog is being controlled by the first flow controller, receiving context-changing input associated with speech from a user that changes a dialog context;

comparing the context-changing input to ~~at least one~~ a table of context shift shifts;

if any of the context shifts are activated by the comparing step, then passing control to an invoked second flow controller indicated by the context shift; ~~[[and]]~~

if no context shift is activated by the comparing step, then maintaining control of the spoken dialog with the first flow controller; and

storing a local context associated with each of the first and second flow controllers, the local context maintaining a state of the flow controller that is independent of implemented subdialogs;

wherein the second flow controller receives data values stored in the local context of the first flow controller.

17. - 19. (Cancelled)

20. (Original) The computer-readable medium of claim 16, wherein the steps further comprise maintaining a stack of flow controllers, wherein each invoked flow controller is added to the stack of flow controllers.

21. (Original) The computer-readable medium of claim 20, wherein each invoked flow controller inherits context shifts and becomes the recipient of all user input as part of the spoken dialog interaction until the invoked flow controller relinquishes control of the spoken dialog.

22. - 35. (Cancelled)